

Majestic Wilderlands Monsters

DEMON, FURY

Fury Demons are hunters of escaped slaves and prisoners. Many of them also serve as prison guards for the Demon Lords. Most are female in gender, and all of them have an appearance so hideous that it inspires terror in those who see them. They appear as humans with large bat wings.

Fury Demon
Init +3; AC 2[17]; HD 6; HP 21; Save 11;
Move 120'/240' (fly); CL/XP 9/1,100;
Attacks (x2)
<i>Shortsword</i> ; HTB +6, DMG 1d6;
<i>Whip</i> ; HTB +6, DMG 1d4 (<i>Entangle</i>);
Special
<i>Entangle</i> : A Fury Demon is able to attack with its whip and entangle its victim. If the saving throw check is fails, victim is bound and unable to move unless it rolls a 20 or better on an Athletic Check.
<i>Preternatural Sense</i> : A Fury Demon is able to <i>See Invisible</i> , and <i>Locate Object</i> at will.
<i>Horrific Appearance</i> : Anybody seeing a Fury Demon must make a saving thrown or run away in terror.
<i>Magical Immunity</i> : The Fury Demon is immune to both cold and fire, and spell casters have to roll a 16 or better on a 1d20 in order for their spells to effect the demon.
Harvest
Demonic Ichor 200d, 1 viz (horns);

LICH

Through a horrifying ritual a magic user can channel the necromantic energies of the primal chaos to grant himself eternal life. Unfortunately the ritual causes the magic-user's body to undergo an accelerated process of decay that is only arrested at the climax of the ritual. This results in a horrifying appearance.

16th Level Lich
Init +8; AC 0[20]; HD 16; HP 56; Save 3;
Move 60'; CL/XP 19/4,100;
Attacks (x1)
<i>Fist</i> ; HTB +16, DMG 1d10 (<i>Paralytic Touch</i>);
Special
<i>Horrifying Appearance</i> : The horrific appearance of a lich causes any being of 4 HD or lower to become paralyzed with fear.
<i>Magical Immunities</i> : Immune to disease and poison.
<i>Spellcasting</i> : A lich cast spells as if it is a 16 th level Magic User. It memorize the following number of spells; 5 1 st level, 5 2 nd level, 5 3 rd level, 5 4 th level, 5 5 th level, 5 6 th level, 2 7 th level, and 1 8 th level.
<i>Paralytic Touch</i> : The chaos of the necromantic energies inhabiting the Lich causing any target that is hit with the Lich's hand to become paralyzed (no saving throw).
Harvest
Lich Dust 1,000d;
Magic-User Spells (16th Level)
1 st Level: <i>Charm Person, Magic Missile x2, Protection from Evil, Sleep</i>
2 nd Level: <i>Detect Evil, Invisibility, Mirror Image, Web x2</i>
3 rd Level: <i>Fireball, Haste, Lightning Bolt x2, Protection from Missiles</i>
4 th Level: <i>Confusion, Dimension Door x2, Polymorph Other, Wall of Fire</i>
5 th Level: <i>Cloudkill x2, Conjunction of Fire Elemental, Telekinesis, Teleport</i>
6 th Level: <i>Death Spell, Disintegrate x2, Flesh to Stone, Project Image</i>
7 th Level: <i>Limited Wish, Power Word Stun</i>
8 th Level: <i>Mass Charm</i>

TRAPPERS

Trappers are ambush predators adapted from land dwelling manta rays. Their skin has a rough stone-like appearance allowing them to blend onto various stone surfaces. These trappers have developed the ability to fly allowing them to attach to any available surface with their vestigial claws.

Ceiling Lurker

These trappers have developed the ability to fly allowing them to attach to any available surface with their vestigial claws.

Ceiling Lurker

Init +5; AC 6[13]; HD 10; HP 35; Save 5;

Move 10'/70'; CL/XP 10/1,400;

Attacks (x1)

Crushing; HTB +10, DMG 1d6 (*Smother*);

Special

Camouflage: Ceiling Lurkers have +10 to all Stealth check while motionless. If starting combat motionless they use their full hit dice as an initiative bonus (+10) for the first round.

Smother: If a victim walks underneath a Ceiling Lurker, the creature will drop and attack. If it successfully hits the victim will be engulfed and will take 1d6 damage per round automatically from crushing. In addition at the end of 1d4+1 round the victim has to make a constitution save or die of suffocation. The save as a -1 per subsequent round until the victim is freed.

Harvest

Hide 500d;

Piercer

The wings of these trappers have evolved to fold around the creature in a way that makes them resemble stalactites. They use their vestigial claws to slowly crawl up stone surfaces to attach themselves to the ceiling. When a person or creature passes underneath they will drop and try to pierce their victim in order to feed off of them. They typically are found in packs of 2d6 individuals.

Piercer (1 HD)

Init +0; AC 3[16]; HD 1; HP 4; Save 17;

Move 10'; CL/XP 1/15;

Attacks (x1)

Attack; HTB +1, DMG 1d6 (piercing);

Harvest

Hide 25d;

Piercer (2 HD)

Init +1; AC 3[16]; HD 2; HP 7; Save 16;

Move 10'; CL/XP 1/15;

Attacks (x1)

Attack; HTB +2, DMG 2d6 (piercing);

Harvest

Hide 50d;

Piercer (3 HD)

Init +1; AC 3[16]; HD 3; HP 10; Save 14;

Move 10'; CL/XP 1/15;

Attacks (x1)

Attack; HTB +3, DMG 3d6 (piercing);

Harvest

Hide 75d;

Piercer (4 HD)

Init +2; AC 3[16]; HD 4; HP 14; Save 13;

Move 10'; CL/XP 1/15;

Attacks (x1)

Attack; HTB +4, DMG 4d6 (piercing);

Harvest

Hide 100d;

Trapper Beast

Trapper Beasts are the larger nastier cousin of Ceiling Lurkers. While they lost the ability to fly they are larger and stronger. They can use their stone-like hides as camouflage to lie perfectly flat and look like a stone surface.

Trapper Beast (10 HD)

Init +5; AC 3[16]; HD 10; HP 35; Save 5;

Move 10'; CL/XP 12/2,000;

Attacks (x1)

Engulf; HTB +10, DMG 3d6 (*engulf*);

Special

Smother: If a victim walks over a Trapper Beast, the creature will rise up and attack. It can attack everybody within a 10' square area. If it successfully hits the victims will be engulfed and will take 3d6 damage per round automatically from crushing. In addition at the end of 1d4+1 round the victim has to make a constitution save or die of suffocation. The save as a -1 per subsequent round until the victim is freed.

Harvest

Hide 800d;

Trapper Beast (11 HD)
Init +6; AC 3[16]; HD 11; HP 38; Save 3; Move 10'; CL/XP 13/2,300;
Attacks (x1)
<i>Engulf</i> ; HTB +11, DMG 3d6 (<i>engulf</i>);
Special
<i>Smother</i> : If a victim walks over a Trapper Beast, the creature will rise up and attack. It can attack everybody within a 10' square area. If it successfully hits the victims will be engulfed and will take 3d6 damage per round automatically from crushing. In addition at the end of 1d4+1 round the victim has to make a constitution save or die of suffocation. The save as a -1 per subsequent round until the victim is freed.
Harvest
Hide 800d;

Trapper Beast (12 HD)
Init +6; AC 3[16]; HD 12; HP 42; Save 3; Move 10'; CL/XP 14/2,600;
Attacks (x1)
<i>Engulf</i> ; HTB +12, DMG 3d6 (<i>engulf</i>);
Special
<i>Smother</i> : If a victim walks over a Trapper Beast, the creature will rise up and attack. It can attack everybody within a 10' square area. If it successfully hits the victims will be engulfed and will take 3d6 damage per round automatically from crushing. In addition at the end of 1d4+1 round the victim has to make a constitution save or die of suffocation. The save as a -1 per subsequent round until the victim is freed.
Harvest
Hide 800d;

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